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**Let's Talk**  
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## **Abstract**

### **Introduction**

Let's talk is an interactive e-learning application which navigates children through the sensitive topic of Sexual health and Puberty in a storybook format. Let's talk is a new and original application which will allow parents to help guide their children through the tricky topic of puberty and sexual health, encouraging there to be a more open and honest discussion about the topic at home. The app itself will be aimed at 8-12 year olds and will take the form of an interactive storybook, allowing children to pick characters they relate to help teach them about their transition to adulthood in a safe environment.

Our aim with this project is to provide parents with a safe and modern tool to allow their children to learn about sexual health and puberty, at their own pace. As we live in a world where any information we need is only a few mouse clicks away, we want to provide parents with a safer option than the internet when it comes to educating children on this topic, as there is a lot of unsuitable content for children online regarding this particular topic. We also aim to provide parents with a booklet that will provide them with any knowledge they might need if and when their child has any questions.

Our inspiration for this project came from when one of our group members watched a Ted Talk called 'Locker Room Talk - Say's Who?', a Ted Talk about the topic of young men disrespecting women. "What dawned on me was that we are not teaching enough emotional education in school right now, we are certainly not teaching these young men how to create an authentic confidence, so they are sourcing it from exactly where they know how. Through performance, through popularity, and through possessions." ( Jones, Alexis 2017) In a discussion about this topic we moved on to sexual education and our own personal experiences about this topic, from school to home. When we discussed this topic between us we came to the realisation that we all had a bad experience when learning about the topic, and we felt that there was a lack of modern resources to help parents address this topic. We then surveyed our peers to find that almost everyone had a similar experience as we had. We also surveyed parents which we found out 84% of parents would be willing to talk about this topic at home. This feedback showed us that there is not only a need but a want for an application which teaches kids about sexual health and puberty, and prepares parents to have a more open discussion about the topic at home.

The application will be in the format of a storybook, allowing children to go through the 'chapters' of puberty, allowing them to interact with background graphics, and have educational games within each chapter to ensure they are learning about the topic. We intended to use vivid and lively colours in our application as through our research we have found that this is the most successful way to keep a child's attention and interest. Red, blue, yellow, green, purple and orange are all considered happy colours and are a popular choice when choosing a colour palette for children. We also intend to create a simple navigation,

making the app itself easy to use. Through the use of predictable buttons e.g pinching = zoom, and gestures to support their existing knowledge and motor skills when using the application. As it is a sensitive topic we want to inspire self confidence while they learn, and creating a complicated navigation would discourage them and not only make them lose confidence in the device but themselves as well.

### **Individual Responsibilities**

I took responsibility for the user experience of developing the application. My main role in this project was to ensure that the app had a good user experience, through the use of imagery, graphics and navigation. My role as the UX designer included gathering and evaluating user requirements, illustrating my design ideas through the use of storyboard, sitemaps and wireframes and designing the graphic user interface elements, like menus, background imagery, buttons etc. Throughout my time in third level education I have developed the knowledge and skills, along with my natural eye for design, that have been quite helpful in the completion of this role.

I decided to take this responsibility for the user experience role as I believe I have to necessary skills and knowledge to complete this role successfully. It is also something that I would like to do in the future as part of my career as the design side of my studies has always been something that interested me and I enjoyed doing. I have also done quite well in modules which included design, and user experience which was another factor in choosing this role as part of my Final Year Project.

### **Methodologies/Methods**

I firstly started my design process with research. I began by gathering UX requirements for our application. "The key to outlining a good UX strategy lies in knowing the right methods and tools to opt for based on your needs and goals" (Metha, Bansi). When gathering UX requirements there are three levels which should be considered, the business requirements being the most important, followed by the user requirements and finally the system requirements. Our business requirements were quite simple, our goal was to educate children safely on the topic of sexual education, while encouraging parents to discuss the topic with their children at home. The user requirements are derived from the expectations users have for the performance of the application. We have created an easy to use application with simple navigation with fun characters and colours, which will meet these expectations. Finally the system requirements just refers to the system we have built running smoothly.

Once I had our UX requirements I began to research the general rules when it comes to designing UX for children. Although the same outcome is expected from all UI design, there are different practices when approaching UI design for children. My research on this topic can be found on my blog post "UX For Kids". I found multiple helpful tips when it comes to designing an interface for children, most importantly is to make it fun and engaging and using a simple navigation that already supports their knowledge and motor skills when it comes to technology as we want to build up their self confidence and not discourage them, especially when learning about such as sensitive topic.

I then decided to research colour theory when it comes to designing apps for kids, which I learned "More is more when it comes to color so use lots of vivid and vibrant colors

to grab attention” (Gross, Rebecca) . When designing for kids you want to use bright and vivid colours to engage the kids. You want to create a bright and bold world for children to explore.

## **Discussion**

## **Appendices**

## **References**

*Jones, Alexis “Locker Room Talk - Say’s Who? ”. TEDX University of Nevada [online] available from URL [https://www.ted.com/talks/alexis\\_jones\\_redefining\\_manhood\\_one\\_locker\\_room\\_talk\\_at\\_a\\_time/transcript?language=en](https://www.ted.com/talks/alexis_jones_redefining_manhood_one_locker_room_talk_at_a_time/transcript?language=en) ( accessed 01/03/2019 )*

*Metha, Bansi “Gather UX Requirements”. Korruux [online] available from URL <https://www.korruux.com/gathering-ux-requirements/> (accessed 02/10/2019, accessed again 03/03/2019)*

*Gross, Rebecca “Designing websites for kids: Trends and best practices”. Canva [online] available from URL <https://www.canva.com/learn/kids-websites/> (accessed 02/15/2019, accessed again 03/03/2019)*